

# ROTATE3D command

2336 GstarCAD MY /KW August 20, 2021 [CAD Commands](#) 0 2057

The **ROTATE3D** command is used to rotate objects around 3D axis.

## Command Access:

**Ribbon** : 3D > 3D Operations > Rotate 3D

**Menu** : Modify > 3D Operations > Rotate 3D

**Command** : ROTATE3D

## Command Prompts:

UCS current positive angle: ANGDIR=counter clockwise ANGBASE=0 Select object:  
Specify first point on axis or define axis by [Object/Last/View/Xaxis/Yaxis/Zaxis/2points]:  
Relative Glossary:

## Object:

Align the selected object to rotation axis.

## Line:

Align the selected object to rotate axis.

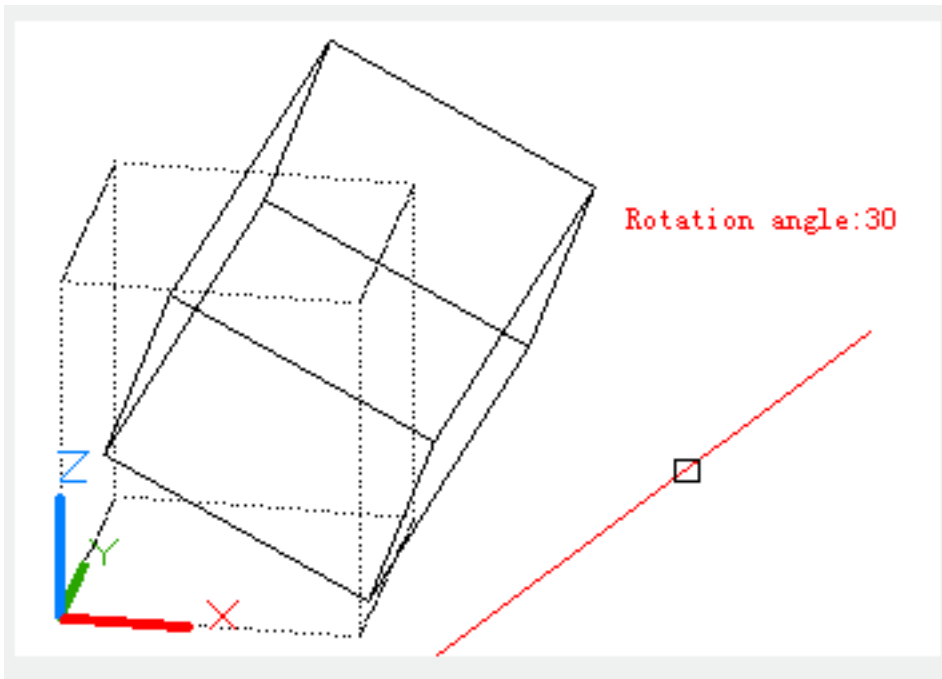
## Angle:

Rotate the object around the selected line by specified angle.

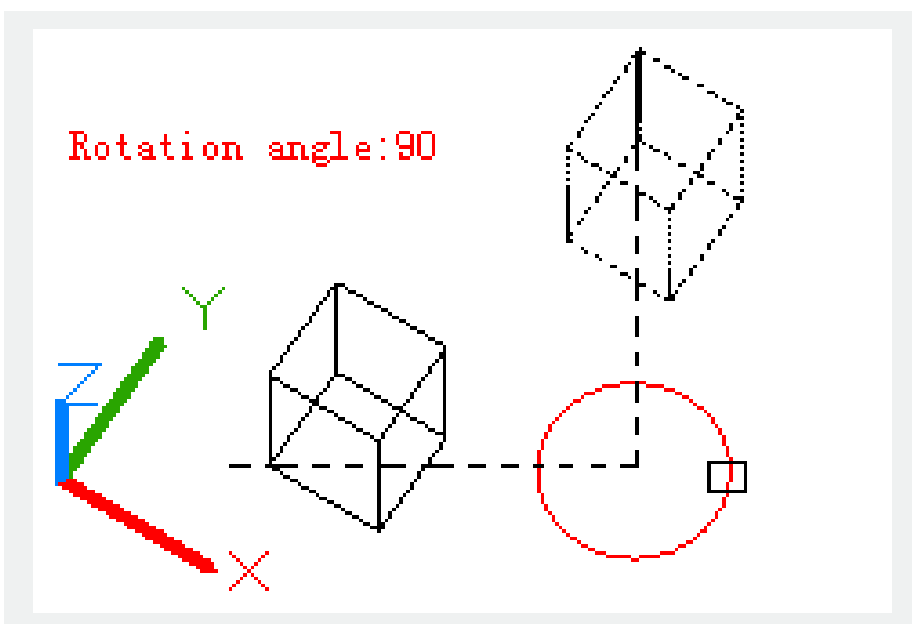
## Reference:

Specify reference angle and new angle.

The difference value between the start angle and endpoint angle is the rotation angle.



**Circle** : Align the rotation axis to the 3D axis of circle (the rotation axis goes across the circle center and is perpendicular to the circle plane).



**Arc** : Align the rotation axis to the 3D axis of arc (the rotation axis goes across the arc center and is perpendicular to the arc plane).

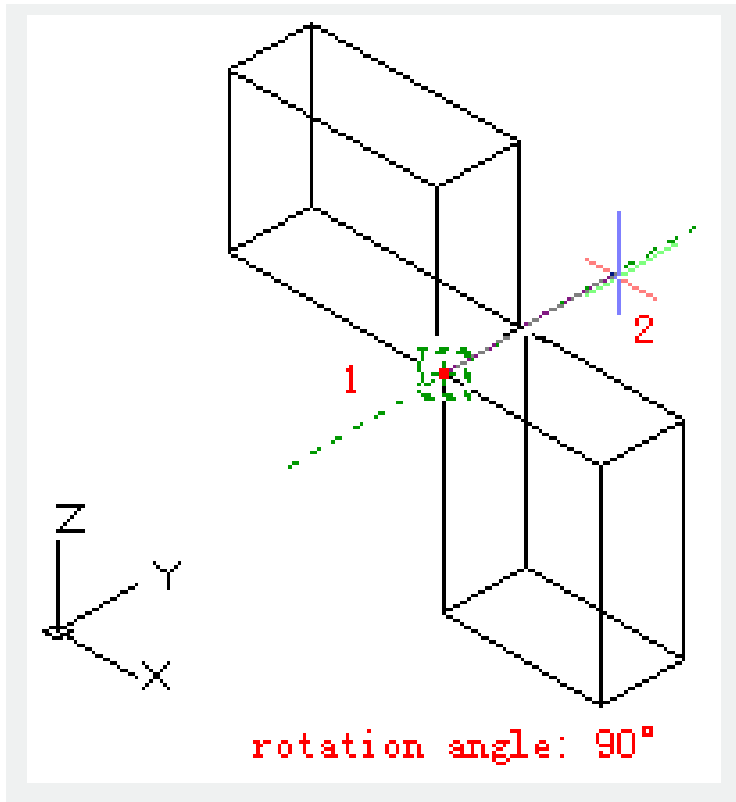
**2D-polyline segment** : Align the rotation axis to polyline. The line in polyline could be seemed as line segment and the arc in polyline could be seemed as arc segment.

**Last** : Rotate selected object by the previous axis.

**View** : Align the rotation axis to the observation direction of current viewport that goes through one specified point.

**Axis, Yaxis, Zaxis** : Align the rotation axis to one of the axes(X, Y or Z) that goes through one specified point.

**2points :** Specify the rotation axis by two points.



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